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Ainslie Ellis, Linda Carswell, Andrew Bernat, Daniel Deveau, Patrice Frison, Veijo I  
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computer science education  
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Ben Loh, Josh Radinsky, Eric Russell, Louis M. Gomez, Brian J. Reiser, Daniel C. E.  
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Ursula Wolz, Jacob Palme, Penny Anderson, Zhi Chen, James Dunne, Göran Karlss  
Spielvogel, Henry Walker

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**25 Computer-mediated communication in collaborative educational settings: re  
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Ursula Wolz, Jacob Palme, Penny Anderson, Zhi Chen, James Dunne, Göran Karlss  
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October 1997

ACM SIGCUE Outlook, Volume 25 Issue 4


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**27 ITiCSE 2001 working group reports: Resources for instructors of capstone**

Tony Clear, Michael Goldweber, Frank H. Young, Paul M. Leidig, Kirk Scott


December 2001

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Most computing programs now have some form of integrative or capstone cours  
significant project under supervision. There are many different models for such  
complex task. This report is intended to assist instructors of capstone courses, p  
teaching and learning inherent in the capstone course. This paper discusses imp  
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Tony Clear, Michael Goldweber, Frank H. Young, Paul M. Leidig, Kirk Scott  
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Most computing programs now have some form of integrative or capstone course with a significant project under supervision. There are many different models for such a complex task. This report is intended to assist instructors of capstone courses, particularly in teaching and learning inherent in the capstone course. This paper discusses implications when conducting capstone courses. Th ...

- 29 Defining factors, goals and criteria for reusable component evaluation**  
Jyrki Kontio, Gianluigi Caldiera, Victor R. Basili  
November 1996 Proceedings of the 1996 conference of the Centre for Advanced Studies  
Full text available:  pdf(107.40 KB) Additional Information: full citation, abstract, reference

This paper presents an approach for defining evaluation criteria for reusable software. A taxonomy of factors that influence selection, describe each of them, and present a method for deriving reuse goals from factors and formulating the goals into an evaluation criteria. The paper highlights from two case studies in which the approach was applied. The approach is based on the OTSO method that has been developed.

- 30 The career dynamics of information systems professionals: a longitudinal study**  
Ephraim R. McLean, Stanley J. Smits, John R. Tanner  
October 1996 ACM SIGCPR Computer Personnel, Volume 17 Issue 4  
Full text available:  pdf(1.93 MB) Additional Information: full citation, abstract, citations

A concern of many information systems (I/S) managers is the ability to attract, retain, and develop staff, particularly those who have the potential to be high performers. However, these newly-hired employees are formed prior to entering the workplace; they are shaped by their personal backgrounds and characteristics. This study investigates the career dynamics of I/S majors from a longitudinal perspective.

- 31 ITiCSE 2002 working group report: Exploring the role of visualization and e-learning**  
Thomas L. Naps, Guido Rößling, Vicki Almstrum, Wanda Dann, Rudolf Fleischer, Christa Malmi, Myles McNally, Susan Rodger, J. Ángel Velázquez-Iturbide  
June 2002 ACM SIGCSE Bulletin, Working group reports from ITiCSE on Innovation and technology education, Volume 35 Issue 2  
Full text available:  pdf(414.24 KB) Additional Information: full citation, abstract, reference

Visualization technology can be used to graphically illustrate various concepts in computer science education, no matter how well it is designed, is of little educational value unless it is used in an interactive activity. Drawing on a review of experimental studies of visualization effectiveness, the paper provides a backdrop of current attitudes and best practices with respect to visualization use in education and discusses engagement ...

### 32 A student project in software evaluation

Michael F. Czajkowski, Cheryl V. Foster, Thomas T. Hewett, Joseph A. Casacio, Wil June 2001 ACM SIGCSE Bulletin , Proceedings of the 6th annual conference on Innovation in computer science education, Volume 33 Issue 3


Full text available:  pdf(468.34 KB)

Additional Information: full citation, abstract, references

Properly educating computer scientists involves teaching effective means to program. One part of such engineering work is ensuring that the computing system is both usable and useful. There are many ways to do this today, but some are difficult to use, performing usability engineering on a system during development can be an effective way to make a system more usable. The problem is fitting practical design into the paper discusses a case example ...

### 33 Formative design evaluation of superbook

Dennis E. Egan, Joel R. Remde, Louis M. Gomez, Thomas K. Landauer, Jennifer E. B. January 1989 ACM Transactions on Information Systems (TOIS), Volume 7 Issue 1

Full text available:  pdf(2.53 MB)

Additional Information: full citation, abstract, references, citations

SuperBook is a hypertext browsing system designed to improve the usability of interactive versions of SuperBook were evaluated in a series of behavioral studies. Student text. presented either in conventional printed form or in SuperBook form. The benefits to students to answer search questions more quickly and accurately than they could with the printed text. wrote higher quality &ldquo;open-ended&rdquo; responses ...

### 34 Session summaries from the 17th symposium on operating systems principles

Jay Lepreau, Eric Eide April 2000 ACM SIGOPS Operating Systems Review, Volume 34 Issue 2

Full text available:  pdf(3.15 MB)

Additional Information: full citation, index terms

### 35 ITiCSE 2003 working group reports: Evaluating the educational impact of visualization

Thomas Naps, Stephen Cooper, Boris Koldehofe, Charles Leska, Guido Röbling, Wajid Jarmo Rantakokko, Rockford J. Ross, Jay Anderson, Rudolf Fleischer, Marja Kuittinen June 2003 ACM SIGCSE Bulletin , Working group reports from ITiCSE on Innovation in computer science education, Volume 35 Issue 4


Full text available:  pdf(200.87 KB)

Additional Information: full citation, abstract, references

The educational impact of visualization depends not only on how well students learn to use it, but also on how widely it is used by instructors. Instructors believe that visualization helps students learn programming techniques in classroom instruction, however, has fallen far short of its potential. Identifying its cause in a failure to understand the needs of a key member in the classroom is a challenge for the instructor. ...

Keywords: animation, pedagogy, visualization

- 36 Evaluation: turning technology from toy to tool: report of the working group**  
Vicki L. Almstrum, Nell Dale, Anders Berglund, Mary Granger, Joyce Currie Little, E Schragger, Fred Springsteel  
June 1996 ACM SIGCSE Bulletin , Proceedings of the 1st conference on Integrating education, Volume 28 Issue SI

Full text available:  pdf(1.71 MB)

Additional Information: full citation, references, citing:

- 37 Programming languages: past, present, and future: sixteen prominent comp**  
Peter Trott  
January 1997 ACM SIGPLAN Notices, Volume 32 Issue 1

Full text available:  pdf(4.67 MB)

Additional Information: full citation, index te

- 38 Repairing a bad reputation: it takes more than good works**  
J. Michael Yohe  
November 2002 Proceedings of the 30th annual ACM SIGUCCS conference on U

Full text available:  pdf(206.67 KB)

Additional Information: full citation, abstract,

One of the greatest challenges we can face is repairing a bad organizational rep makes it clear that it's not enough to do things the right way. Whether we know customer service is not about technology; that's an unwelcome surprise for those technological ranks. We consider some of the factors that can cause a bad reput to address the problem an ...

Keywords: customer service, image, improvement, public relations, reputation

- 39 Developing intelligent tutoring systems with a Hypermedia Object-Based In**  
Janet T. Kerner, Roy S. Freedman  
June 1990 Proceedings of the third international conference on Industrial and engine and expert systems - Volume 2

Full text available:  pdf(995.38 KB)

Additional Information: full citation, abstract, referen


There is a great potential for exploiting computer assisted tutoring in industrial t educational environments. This paper discusses our research in developing the c Authoring/Instructional System(IA/IS) that can be used as an intelligent coursew an intelligent tutoring system. The goal of our research is to integrate the contri instructional design expert, and the ...

## 40 Explanation-based learning: a survey of programs and perspectives

Thomas Ellman

June 1989

ACM Computing Surveys (CSUR), Volume 21 Issue 2

Full text available:  pdf(6.15 MB)

Additional Information: full citation, abstract, references, ci


Explanation-based learning (EBL) is a technique by which an intelligent system (systems are characterized by the ability to create justified generalizations from : distinguished by their reliance on background knowledge of the domain under st method for performing generalization, it can be viewed in other ways as well. In that performs fo ...

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